No. 20700/20705/20706

8+

illuminated
sudoku ™

OPERATING INSTRUCTIONS

BATTERY INSTALLATION (batteries included)
• Unscrew the battery cover with a Phillips screwdriver.
• Insert 2 "AAA" batteries with the positive (+) and negative (-) ends facing in the proper direction as indicated in the battery compartment. (see Fig. 1)
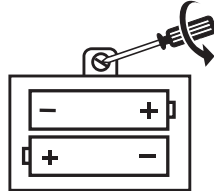• Replace the cover.

SAFETY BATTERY USAGE
• Different types of batteries or new and used batteries are not to be mixed.
• Non-rechargeable batteries are not to be recharged.
• Rechargeable batteries are to be removed from the toy before being charged.
• Rechargeable batteries are only to be charged under adult supervision.
• Only batteries of the same or equivalent type as recommended are to be used.
• Batteries are to be inserted with the correct polarity.
• Exhausted batteries are to be removed from the toy.
• The supply terminals are not to be short-circuited.
• Do not dispose the batteries in fire, batteries may leak or explode.
• Batteries should be replaced by an adult.
• Please keep details for future reference.
• Alkaline batteries are recommended.

CAUTION
• Adults should replace batteries.
• Not suitable for children under 3.
• May contain small parts.
• Do not dispose of batteries in fire; batteries may explode or leak.
• This product contains glass, which may cause injury if broken.
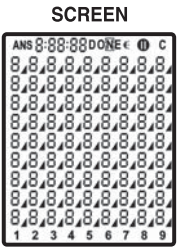
CARING FOR YOUR DEVICE
• If the display becomes dim or malfunctions, replace the batteries.
• After replacing batteries, switch to BEG or ADV to ensure proper functioning.
  (In most cases, game malfunctions are due to weak batteries.)
• In an environment with electrostatic discharge, the product may malfunction and lose memory. In this case switch OFF and then turn to BEG or ADV.
• If the product malfunctions after switching to BEG or ADV, use the tip of the stylus to activate the pinhole RESET button located on the back of the product to reset the game or simply switch to OFF and back to BEG or ADV.

Fig. 1

CAUTION: changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
• Reorient or relocate the receiving antenna.
• Increase the separation between the equipment and receiver.
• Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
• Consult the dealer or experienced radio/TV technician for help.

GAME PLAY

OBJECT:
FILL IN THE GRID SO THAT EVERY ROW, EVERY COLUMN AND EVERY 3 X 3 BOX CONTAINS THE NUMBERS 1 THROUGH 9.

ILLUMINATION FEATURE: Now you can play Sudoku anytime! To turn on the light and illuminate the screen, slide the switch on the back of the unit to the up position.

1. To begin slide the switch from the **OFF** position and choose either **BEGINNER** or **ADVANCED** mode.
2. You will be able to choose between two options: PLAY (1) or SOLVE (2). Using the stylus, touch the number 1 on the bottom left side of the screen to play a Sudoku puzzle.
3. Using the stylus, select **Level 1, 2, 3 or 4** by touching the numbers **1, 2, 3 or 4** on the bottom left side of the screen. 1 is easiest and 4 is the most difficult.
4. Once the selection has been made, a puzzle will appear on the screen. The amount of fixed numbers appearing on the grid is determined by the level selected. Fixed numbers are marked with a triangular tab. The higher the level the less fixed numbers appear.

Stylus slot   1   Backlight Switch

RESET

ILLUMINATED

5. Using the stylus fill in the grid by first touching the number at the bottom of the screen to be selected and then touching the box within the grid to place it. The blinking triangular tab points out the last entry made in the grid. Please note that in the **BEGINNER** mode any number that has been placed in an incorrect box will continue to flash to let you know that it is in the wrong place.
6. To **CLEAR** an entry, touch the **C** at the top of the screen and then touch the box on the grid to be cleared. A new number can now be entered in that box using the same steps as above. You can also directly place a new number in a filled box without clearing the previous number by touching a new number and then touching the box.
7. Once each of the numbers 1 through 9 has been placed correctly, the number will disappear from the bottom of the screen. If the numbers have all been placed correctly, a sound effect will be heard. If no sound effect is heard then one or more numbers have been placed incorrectly.
8. The time clock at the top of the screen keeps track of the time it takes to complete the puzzle.
9. Pause the game by touching the **PAUSE** icon located on the upper right of the screen. To continue playing touch the **PAUSE** icon again.
10. After 4 minutes without play, the game will turn off automatically. Touch the screen anywhere and hold for 2-5 seconds with the stylus to resume the game. Please note that when the game resumes it will be in the **PAUSE** mode. Touch the **PAUSE** icon to continue playing.
11. The screen contrast can be adjusted by first touching the **PAUSE** icon at the top of the screen. The numbers 1 through 9 will appear on the bottom of the screen. 1 is the lightest and 9 is the darkest. Touch the number to set the desired contrast.
12. Turn the sound on and off by touching the **SOUND** icon located on the upper right of the screen.
13. At any time during the game, the answer to the puzzle can be viewed for 5 seconds by touching **ANS** located on the upper left of the screen. This feature can only be used 3 times in **BEGINNER** mode and 3 times in **ADVANCED** mode during the course of a puzzle.
14. When the player completes the puzzle, **DONE** will be displayed onscreen. Touch the screen anywhere with the stylus to return to the main menu.
15. RESET the game by activating the pinhole **RESET** button located on the back of the product.

SCREEN

Sudoku Notes Feature
1. Players can now place multiple numbers in the same box as 'placeholders' until ultimately deciding which number should remain in the box through logical elimination.
2. To activate the **NOTES** feature, touch the **N** icon at the top of the screen with the stylus. Touch the number at the bottom of the screen you wish to select and then touch the box within the grid to place it. The black triangle in the corner of the box will flash to symbolize that this is now an activated 'NOTES' box.
   NOTE: You must touch the **N** icon each time you select a **NOTES** number to be entered.
3. To add another number to the box, touch the N icon with the stylus again, then one of the numbers 1-9 at the bottom of the screen and add it to the box. The player can add as many **NOTES** numbers to the same box as they like. To show all the placeholder numbers within each box, each **NOTES** number remains onscreen for 2 seconds and then changes to the next **NOTES** number.
4. For example, if a 7 and a 4 are placed in the box, 7 would remain onscreen for 2 seconds and then would become a 4. The 4 remains onscreen for 2 seconds and then changes back into a 7.
5. This cycle continues until the numbers are finalized. To finalize the number, select the number from the bottom of the screen and touch the square again. If correct, the number is accepted, the black triangle in the corner disappears, and the other NOTES numbers disappear. If incorrect, the finalized number will flash in Beginner Mode.

Sudoku Solver
1. Solve any puzzle from your favorite source with the NEW Sudoku Solver! To begin, slide the switch from the **OFF** position and choose either **BEGINNER** or **ADVANCED** mode.
2. You will be able to choose between two options: PLAY (1) or SOLVE (2). Using the stylus, touch the number 2 on the bottom left side of the screen to input and solve a Sudoku puzzle.
3. The screen will then change to a blank 9 x 9 grid. Using the stylus, fill in the grid by first touching the number at the bottom of the screen you wish to select and then touching the box within the grid to place it.
4. Once you fill in all the numbers from the puzzle you want to solve, touch DONE at the top of the screen with the stylus.
5. The screen will then display "SOLVED" and give you a choice between two options: DONE or ANS.
   NOTE: Before touching DONE with the stylus, ensure that the inputted numbers are in the correct arrangement. If the numbers are placed in the incorrect boxes, the Solver will display "UNSOLVED" on the screen because it violates the logical constraints of the puzzle.
   • If you touch DONE with the stylus, you can play the puzzle you just entered on your Sudoku unit. Touch ANS anytime during game play with the stylus to view a five-second flashing hint of the solution.
   • If you touch ANS with the stylus, you can view the completed Sudoku puzzle.

   Please note that this game is based on puzzles which have only one solution. Thus, there may be times toward the end of a puzzle where two different options for placing numbers are technically acceptable, but only one version is accepted as being correct by this handheld game.

   Due to the varying reliability of Sudoku puzzle sources, there is a remote possibility that the Sudoku Solver will be 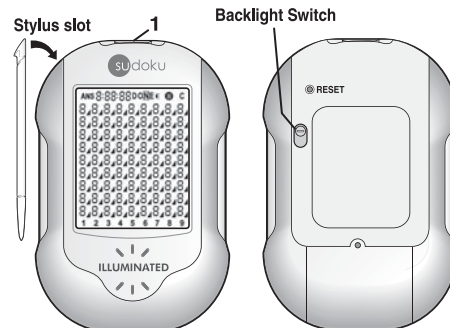unable to solve the inputted puzzle.